

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A computer-implemented method for creating a three-dimensional navigation of a virtual three-dimensional space comprising:  
    associating a plurality of uniform resource locators obtained from a video presentation  
into a corresponding plurality of textures; and  
    mapping the textures on geometric surfaces which define a three-dimensional space.
2. (Currently Amended) A computer-implemented method comprising:  
    identifying at least one event associated with a three dimensional image having a plurality of surfaces, each of which is associated with a uniform resource locator obtained from a video presentation;  
    determining a position of one of said ~~geometric~~ surfaces in a virtual three-dimensional space.
3. (Currently Amended) The computer-implemented method of claim 2, further comprising:  
    placing an event driven result on one of said surfaces.
4. (Previously Presented) The computer-implemented method of claim 1, wherein a three-dimensional pipeline is used in converting information obtained from at least one uniform resource locator.

5. (Canceled)

6. (Currently Amended) An apparatus comprising:

a processor coupled to a memory, the memory having stored therein instructions which when executed by the processor cause the processor to associate a plurality of uniform resource locators obtained from a video presentation with a corresponding plurality of textures

map the textures on corresponding surfaces of a three-dimensional object located in a virtual three-dimensional space, which forms the three-dimensional navigation mechanism; and

an interconnect coupled to the processor and the memory to allow the data to be transported between the memory and the processor.

7. (Previously Presented) The apparatus of claim 6, further comprising instructions which when executed by the processor cause the processor to

determine a position of the surface on the three-dimensional object in the virtual three-dimensional space; and

place an event driven result on the surface of the three-dimensional object in the virtual three-dimensional space.

8. (Previously Presented) The apparatus of claim 6, wherein a three-dimensional pipeline is used to transfer information obtained from a uniform resource identifier.

9. (Previously Presented) A storage medium including instructions stored thereon which when executed cause a computer system to perform a method including:

correlating a plurality of uniform resource locators obtained from a video presentation into a corresponding plurality of textures; and

mapping the textures on surfaces of three-dimensional objects located in a three-dimensional space.

10. (Previously Presented) The storage medium of claim 9, wherein a three-dimensional pipeline is used to transfer information obtained from the uniform resource identifier.

11. (Previously Presented) The storage medium of claim 9, wherein the method further includes:

computing a position of a surface on the three-dimensional object in the virtual three-dimensional space; and

placing an event driven result on the surface of the three-dimensional object in the virtual three-dimensional space.